

Adeptus Evangelion

CHARACTER RECORD SHEET

File Photo		
Player Name		
Character Name		
Background		
Nationality		
Career		
Rank		
Gender	Age	
Height	Weight	Build
Skin	Hair	Eyes

GEAR / INVENTORY

[illegible]

MOVEMENT, LIFTING & CARRYING

Half	Full	Charge	Run
Base Leap (SB x 1m)		Base Jump (SB x 20cm)	
Carry	Lift	Push	

RANGED WEAPONS

Point blank	1/2 Range	1/2 - 2X Range	2x-3x Range	3x-4x Range
+ 30 BS	+ 10 BS	Normal	- 10 BS	-30 BS

Name	Range			Class
Damage	Pen	RoF	Clip	Rld
Special	Weight			

Name		Range		Class
Damage	Pen	RoF	Clip	Rld
Special	Weight			

Name	Range			Class
Damage	Pen	RoF	Clip	Rld
Special	Weight			

Name	Range			Class
Damage	Pen	RoF	Clip	Rld
Special	Weight			

MELEE WEAPONS

Name			Class
Damage	Pen	Special	Weight

Name			Class
Damage	Pen	Special	Weight

Name			Class
Damage	Pen	Special	Weight

Name			Class
Damage	Pen	Special	Weight

ARMOR

Type	Weight				
Head	R.Arm	L.Arm	Body	R.Leg	L.Leg
1-10	11-20	21-30	31-70	71-85	86-100

EXPERIENCE

Available	Spent
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FATE POINTS

Total:	
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Current:

WOUNDS

Total:	
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Current:

CRITICAL DAMAGE

FATIGUE

$$M_{\max} \text{ FATIGUE} = TB$$

BASIC SKILLS

<i>Skill Name</i>	<i>()</i>	<i>Trnd</i>	<i>+10</i>	<i>+20</i>
Awareness	(Per)	⊕	⊕	⊕
Barter	(Fcl)	⊕	⊕	⊕
Carouse	(T)	⊕	⊕	⊕
Charm	(Fcl)	⊕	⊕	⊕
Climb	(S)	⊕	⊕	⊕
Command	(Fcl)	⊕	⊕	⊕
Concealment	(Ag)	⊕	⊕	⊕
Contortionist	(Ag)	⊕	⊕	⊕
Deceive	(Fcl)	⊕	⊕	⊕
Disguise	(Fcl)	⊕	⊕	⊕
Dodge	(Ag)	⊕	⊕	⊕
Evaluate	(Int)	⊕	⊕	⊕
Gamble	(Int)	⊕	⊕	⊕
Inquiry	(Fcl)	⊕	⊕	⊕
Intimidate	(S)	⊕	⊕	⊕
Logic	(Int)	⊕	⊕	⊕
Scrutiny	(Per)	⊕	⊕	⊕
Search	(Per)	⊕	⊕	⊕
Silent Move	(Ag)	⊕	⊕	⊕
Swim	(S)	⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕

Insanity

Insanity Points	Degree
Disorders	

TALENTS

[illegible]

AT POWERS

[illegible]

Ego Barrier








































Ego Barrier Remaining:	%
Field Strength	

Instabilities

Coherency Disruptions

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ADVANCED SKILLS

<i>Skill Name</i>	<i>() Trnd</i>	<i>+10</i>	<i>+20</i>
			
			
			
			
			
			
			
			
			
			
			
			
			

TRAITS

Assets

Drawbacks

Attack Actions

Charge	Full	Move	H / F	Aim (H / F)	+10/20
Standard Attack	Half	Maneuver	Half	Semi/Full Auto	+10/20 BS
Multiple Attacks	Full	Disengage	Full	Called Shot	-10 WS/BS
All-out Attack	Full	Run	Full	Surprise Attack	+30 BS/WS
Guarded Attack	Full	Tactical Advance	Full	Shoot into Melee	-10 BS
Defensive Stance	Full	Stand / Mount	Half	Darkness	-10 WS/-10B
Feint	Half	Other Actions			
Grapple	Full				
Knock-down	Half	Aim	H / F	Fatigued/Shock	-10 ALL
Sua	Full	Dodge or Parry	React	Difficult Terrain	-10/10 WS*

Ballistic Actions

Semi-Auto Burst	Full	Focus Power	Vary	
Full-Auto Burst	Full	Jump / Leap	Full	Add a degree of success to a test
Overwatch	Vary	Ready	Half	Roll any one test
Suppressing Fire	Full	Reload	Vary	Roll 10 for initiative
		Use a Skill	Vary	Recover 1d5 non-critical wounds
		Use a Fate Point	Free	Recover from being stunned.